

CHAPTER 3

3. METHODOLOGY

3.1. INTRODUCTION

This chapter mainly discuss about the method used in this project. This project is fully software based. All the models and methods use in this project can be sum into one little world, programming. The details of the progress in those this project will be explained in this chapter.

3.2. PROCESS FLOW

3.2.1. Overall

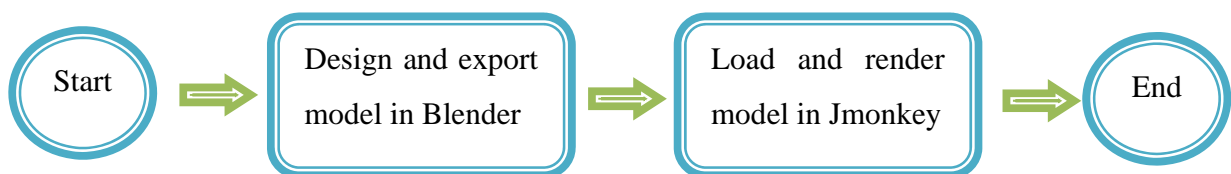
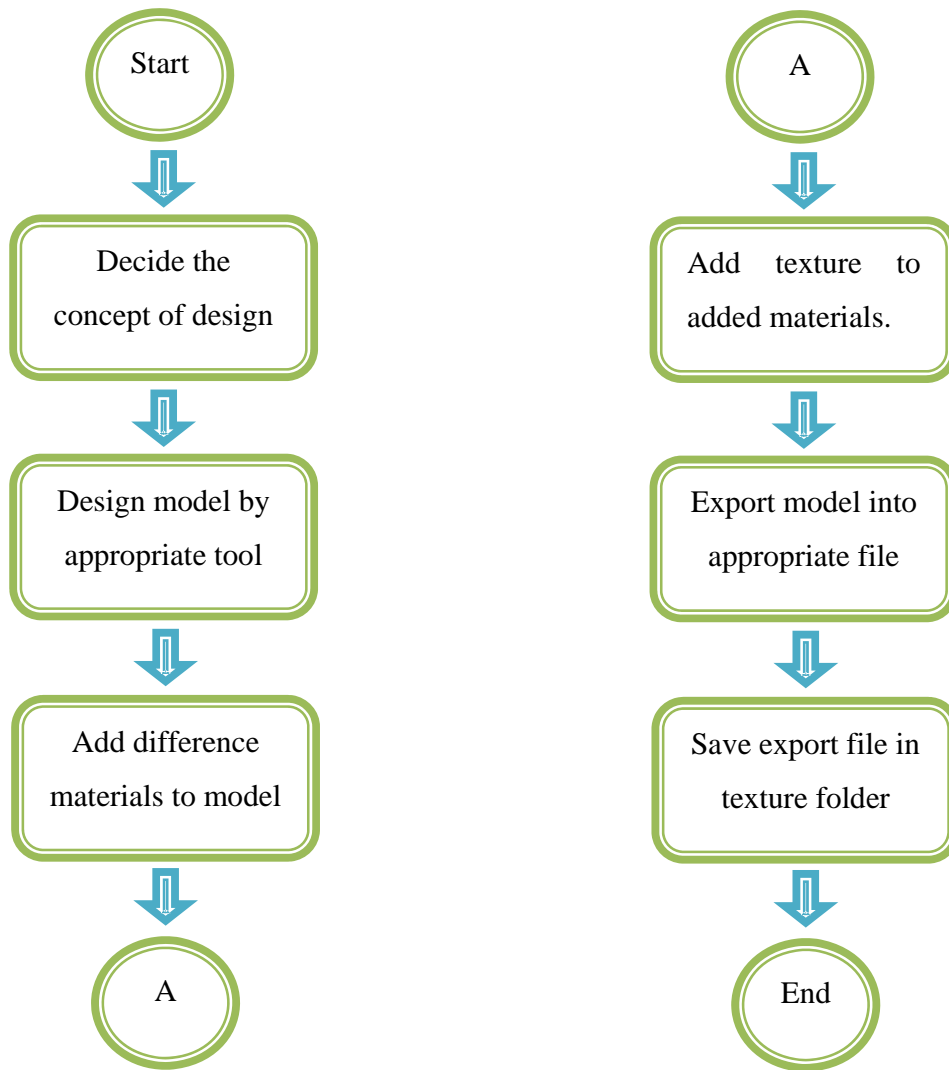


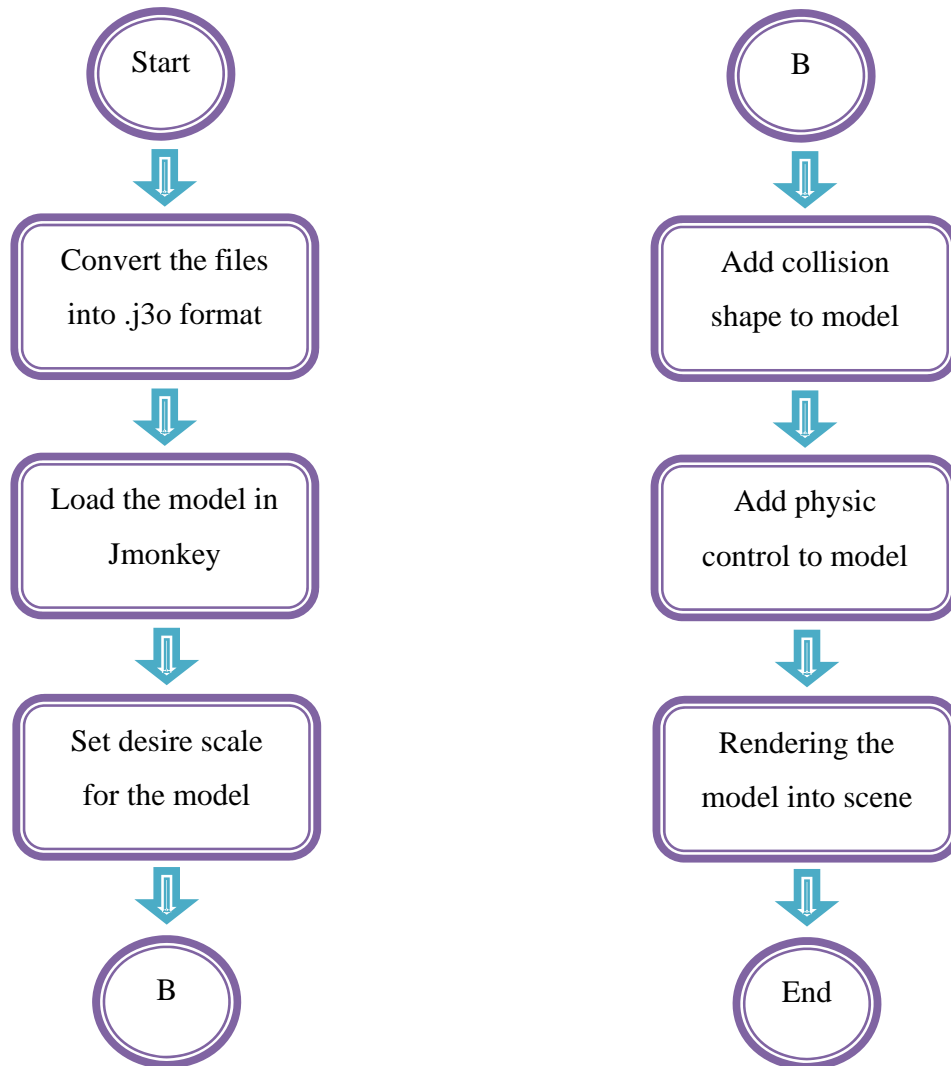
Figure 3.1: Overall project flow

3.2.2. Blender



3.2: Process flow in Blender

3.2.3. JmonkeyEngine



3.3: Process flow in JmonkeyEngine